

Brawler Bash VI



40k Grand Tournament

RULESPACK

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GENERAL EVENT INFORMATION

What is it?

A five round Warhammer 40,000 singles event.

When is it?

Saturday, April 13th and Sunday, April 14th, 2013

Where is it?

The event will be held at

Atomic Empire
3400 Westgate Drive
Durham, NC 27707
(919) 490-7900

How much is it?

Entry is \$35.00 until 11:59 PM March 16, 2013. The entry fee then increases to \$45. Registration closes at 11:59 PM on April 5, 2013. Full refunds are available until 11:59 PM on April 5, 2013. Partial refunds are not available at any time.

What do you get for your ticket?

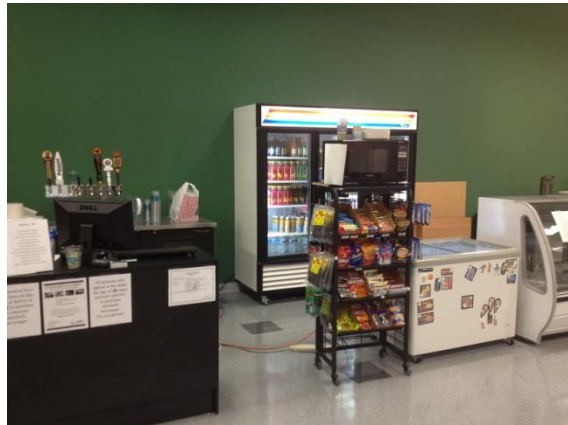
- Five individual games of 6th edition Warhammer 40,000 in the Grand Tournament.
- One entry into the Golden Brawler Painting Competition.
- All your games will be played on Atomic Empire's tables during the weekend with first-class painted and textured terrain.
- Spend your down time relaxing in the Atomic Empire bar.

ATOMIC EMPIRE



Atomic Empire (formerly Sci Fi Genre) recently moved into a brand new space just down the road from its old location in Durham, NC. Its new address is:

3400 Westgate Drive
Durham, NC 27707
(919) 490-7900



Players can enjoy a wide selection of miniatures and other games, including a large variety of miniatures from Games Workshop, Kings of War, Avatars of War, Privateer Press, Corvus Belli and more! Between games, players can also enjoy bottled and draft beers at the Atomic Empire bar, as well as non-alcoholic beverages, snacks, and meals. There are a variety of restaurants near the store as well.

The Golden Brawler

Along with entry to the Brawler Bash 40k Grand Tournament, your ticket will also allow you one entry into the Golden Brawler Competition. The Golden Brawler will be presented to the best single painted model entered into the competition, as chosen by the Grand Tournament players and judges by vote. Entries will come from both the 40k and Fantasy Grand Tournament, but only one Golden Brawler will be chosen.

Accommodations

There are several excellent hotels and motels nearby Atomic Empire. Here are a few of the closest to get you started. We have a reserved block of rooms available at a discounted price at the La Quinta, with a Confirmation Code of 0183GRZKFY. The La Quinta block rooms must be booked by 3/22/12.

La Quinta Inn and Suites – Durham / Chapel Hill
4414 Durham Chapel Hill Blvd, Durham, NC, 27707
866-527-1498
.49 Miles to the Store

Homestead Durham-University
1920 Ivy Creek Blvd, Durham, NC, 27707
866-539-0036
.51 Miles to the Store

SpringHill Suites by Marriott - Durham Chapel Hill
5310 Mcfarland Rd, Durham, NC, 27707
855-239-9485
1.9 Miles to the Store

Tournament Schedule:

Friday:

Open Gaming 5:00 PM – 11:00 PM

Bull City Wargaming Live Trivia Challenge 6:30 PM

Saturday:

Doors open at 8:00 AM

Game 1: 9:00 AM – 12:00 PM

Lunch Break: 12:00 PM – 1:00 PM

Game 2 : 1:15 PM – 4:15 PM

Game 3: 4:30 PM – 7:30 PM

Sunday

Doors open at 8:00 AM

Game 4: 9:00 AM – 12:00 PM

Lunch Break: 12:00 PM – 1 PM

Game 5: 1:15 PM – 4:15 PM

Awards Ceremony: 4:30 PM

EVENT INFORMATION

Points Allowance: 1850 Points

If you have any questions or queries about the event please contact your Tournament Organizer – Dale Payne – for clarification.

There will be a limit of fifty players for the Warhammer 40,000 event.

Email: bullcitywargaming@yahoo.com

Players Need to Bring

- Your army with at least six copies of your army list.
- Any templates, dice, counters or markers you may need.
- A pen, calculator and some superglue.
- A copy of your army's codex and any other rules you may need.

Players need to sort

- Somewhere to stay (see accommodation above)
- Transportation to and from the venue
- Spending money for the weekend

The Organizers will provide

- 6' x 4' tables for the games to be played on
- Pre-set terrain for the entire event

...and great looking trophies of course!

LIST SUBMISSION

Army lists must be submitted by 11:59 PM on Friday, April 5, 2013 via email to bullcitywargaming@yahoo.com

Players should note that all lists for the weekend will be OPEN.

Army lists should be submitted as pdf, text, Word or Excel files. Army builder files will be accepted. All lists will be checked for legality.

EVENT COMP

Army Restrictions:

Armies will be built using up to 1850 points. You may use less, but you are not allowed to go over, even by 1 point.

A painted army is not required for participation in the tournament, but only a painted army is eligible to win any of the painting prizes.

Armies must follow the restrictions on army selection from their own Warhammer 40,000 codex and must use the most recent version of that army codex. Forge World models are allowed providing they are not gargantuan or super heavy, and have the appropriate stamp of approval. Individuals should contact the tournament organizer (TO) if they have questions about a particular unit.

"Counts as" works the same way: just ask your friendly TO. Substituting an X-Wing fighter for a Vendetta won't do, but using certain less expensive models to represent IG (and we know who that company is), for example, would be fine.

Allowed armies:

Black Templars
Blood Angels
Chaos Daemons
Chaos Space Marines
Dark Angels
Dark Eldar
Eldar
Grey Knights
Imperial Guard
Necrons
Orks
Sisters of Battle
Space Marines
Space Wolves
Tau Empire
Tyrannids

OTHER EVENT INFORMATION

FIRST ROUND DRAW

This will be a random draw. Subsequent draws will be based on the Swiss System using your gaming score.

MISSING A BATTLE

Should a player be over 15 minutes late or miss a battle for whatever reason, a referee or reserve may be appointed to step in as a temporary spare player. If there are no referees or stand-ins available to fill the role of a missing player a bye will be awarded. Players who require a referee or reserve to stand in for them will forfeit their points for the round.

ROUND TIMINGS AND GAME LENGTH

As you have probably noted above, there is a strict timetable we need to follow. This will ensure that the event runs smoothly and people are able to leave in a timely fashion. In addition, to this Warhammer is a game of six equal turns. Failure to complete all six turns can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen.

To this end, Brawler Bash has two provisions regarding the round timings and game length:

1. Announcements will be made throughout the round indicating the amount of time remaining, and at 15 minutes to go. At this stage, we would strongly suggest that you complete your game, ensuring that equal turns have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to stop playing, and this request is refused, then the refusing player(s) will have their score for that round reduced to zero. In addition, at the absolute discretion of the organizers a further point's penalty may apply to your tournament score.

GAMING SCORES

This is the BRAWLER BASH; not the “Timid Tussle” or the “Scaredy-Cat Shakedown!” As such, Brawler Bash uses the Carnage Scoring System.

Bash Battle Points will be awarded on a 1 for 1 basis for how many battle points you score from your opponent.

For turning in your results on time each round you will receive an additional +3 battle points points (so a possible +15 points during the weekend) -These points are NOT part of the round maximum.

The Battlefield

- Terrain placement is fixed for this tournament.
- Terrain special rules will not be used for this tournament.
- Unique scenarios will be used for all 5 games. These will be based on the book scenarios so plan accordingly!

Other Scoring

PAINTING SCORES

In addition, players can score additional points based on:

- Judge’s Choice: Players will receive three painting points from each of the two judges that chooses that player’s army as his favorite.
- Player’s Choice: An army that wins the Player’s Choice award will receive nine painting points.
- Player’s Choice Runner-Up: An army that comes in second in Player’s Choice voting will receive six painting points.
- Player’s Choice Third Place: An army that comes in third in Player’s Choice voting will receive three painting points.

The Player with the highest overall Painting Score is the Bash Brush.

ARMY LIST SCORE

List submitted on or before deadline: **10 pts**

Payment received on or before deadline: **10 pts**

SPORTSMANSHIP SCORE

We have learned several lessons from past Bashes, the main one being: Everyone is a good sport! Therefore we have adopted a sports scoring system that provides more separation in scores amongst the spectacular sports player base that we have at the Bash every year.

At the end of game 5 on Sunday, each player will place their 5 opponents in order from Good to Stellar-Awesomesauce! starting with #1 being your most enjoyable opponent and #2 being your second most enjoyable opponent... so on and so forth. You **MUST** do this and turn it in to have your game 5 results counted.

*Note: For Over-All Score purposes the sportsmanship score will be converted to :

Being ranked a #1=10 points

Being ranked a #2=8 points

Being ranked a #3=6 points

Being ranked a #4=4 points

Being ranked a #5=2 points

The player with the highest total wins Bash Crasher. Tie-breaker for this category is battle points.

WINNING THE TOURNAMENT

Prizes will be awarded for:

First through Third Place Best General (Total Battle Points. Sportsmanship Points Tiebreaker)

First Through Third Place Best Painted Army (Total Painting Points. Battle Points Tiebreaker)

First Through Third Place Best Sportsman (Total Sportsmanship Points. Battle Points Tiebreaker)

The Golden Brawler (Single Model Painting, chosen by Player Voting)

Best in Race for each Race Present at the Bash (Trophy Only. Total Battle Points + Sportsmanship Points + Painting Points as compared to other players with the same army. Battle Points Tiebreaker)

Sponsors



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